



Chapter 3 Racetracks & Races



競馬場・レース篇



Race Preparation

You manage the horse, train the horse, and finally get the horse ready to race. Rotation considerations, ride requests, strategy instructions... You have to make sure everything is in place to win the race.

Race registration

Once the horse has been trained and is up to its best and ready to race at any time, it must first be registered to run.

But even if you intend to enter them in a race, you cannot register them if they do not meet the race registration requirements. Type of race,

Classification by prize money (New horse, unraced, uncontested, under 5,000,000,

(under 9 million, under 16 million, over)

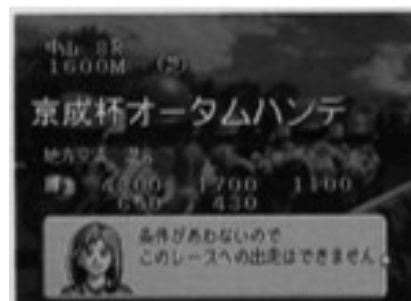
Classification by weight

(Horse Age, Bespoke (I think the weight requirements change with a combination of age, wins, age, etc.), Fixed Amount, Handicap)

Classification by eligibility

(Horse age, mares only, stallions only, domestic horses only, foreign horses mixed)

classified into the above three categories, and to register for a race, you can only register for races that meet the requirements of both [classification by main prize money] and [classification by eligibility to run]. To avoid having a horse in peak condition but unable to run because the target race does not meet the requirements, please make sure to check the rotation carefully in the program list before registering your horse for a race.



Registration Procedures

Registration for a race is done on the stable screen. The standard for registering a horse for a race is when the stable keeper comments that the horse is in "almost peak condition," "in excellent condition," "at peak condition," or "maintaining good condition." Otherwise, we don't know if the horse is strong enough, but it will almost certainly fail miserably, so it would be best not to register it for the race.

Once you have decided on a race, go to the command menu and select Register to Run. Select the race you wish to run in from the program list. Then, request a ride from the jockey, and the race registration is complete. All that remains is to prepare for the weekend's races.



Request a Ride to Victory

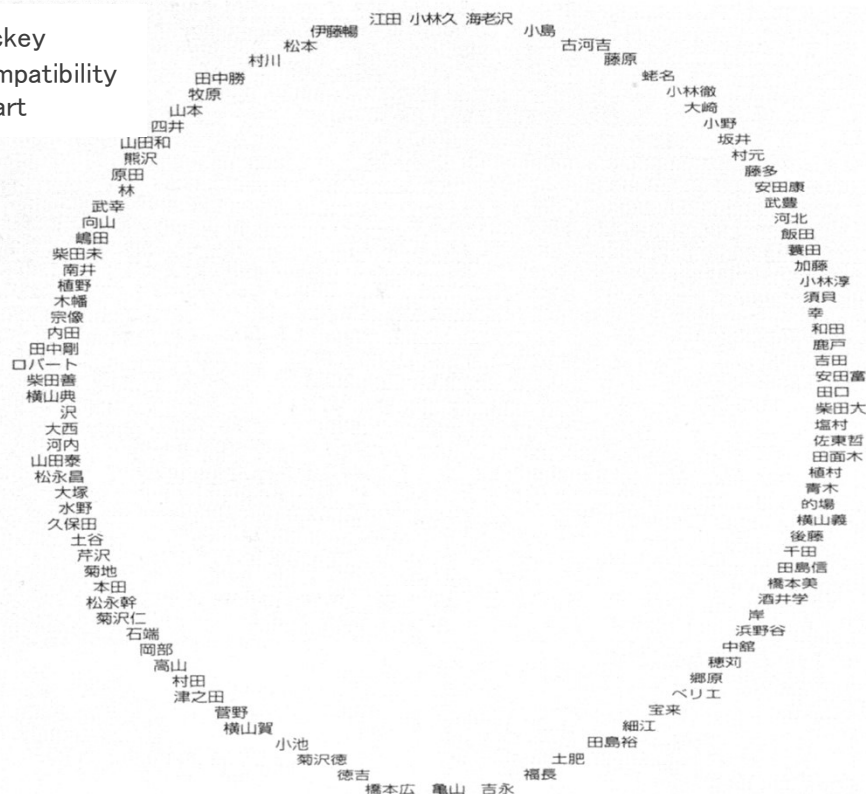
When registering for a race, you request a ride from a jockey, and what must be considered carefully here is the chemistry between the jockey and the horse. If a jockey who is not compatible with the horse he manages rides, the horse will often lose in the race, even if he is the favorite. So where do we find out if a jockey has chemistry with a horse? The easiest way to find out is when a jockey comments after a race that the chemistry was not right. If you hear such a comment in the previous race, you should avoid requesting another ride. The predicted mark on the race's start sheet also indicates compatibility. The second mark from the left indicates a good match between jockey and horse. If there is no second mark from the left, even if the horse is the favorite, you should expect to have a hard time.

If a jockey whose post-race comments indicate that they are compatible with each other continues to ride, there is no problem, but what should we do if, unfortunately, they do not accept the ride? Please take a look at the jockey compatibility chart on the left.

For example, the upper right is compatible with the Kojima (小島) rider.

Jockey

Compatibility Chart



For the right horse, it can be said that the Ebisawa 海老沢 and Furukoshi 古河吉 riders on either side of this Kojima rider are also quite a good match for the horse. Conversely, a Tokuyoshi 徳吉 jockey in the opposite position would be the worst match for that horse. If you are not sure who to ask for a ride, try to choose a jockey with whom you have good chemistry.

However, no matter how good the chemistry is, it is not always possible to get a jockey who is not exclusive to your stable to ride for you. Even if a jockey has won many races in a row with a stablemate, and is about to run in a G1 race, if a stronger horse comes along, the jockey will ride that horse. They are professionals, and we cannot blame them. One way to avoid this is, of course, to train your horse, but it is also a good idea to pick a jockey you want and have him ride many horses from your stable to increase the level of friendship between you, the trainer, and that jockey. The more prestigious the race and the better the result, the higher the rider's friendship with the jockey. If you have a bad result or have your jockey switched, you can rest assured that it will not go down.

Stablekeeper's Comments

When you return to the stable screen after registering for a race, the stable keeper in charge of the horse will make some kind of comment. These comments are quite important, so you don't want to miss them. When a horse is registered for a Grand Prize or G1 race, the stable keeper will only wish the horse good luck, but for a condition race or an Open race, the stable keeper will make comments such as the following:

In the case of a race that is likely to be won

"With this horse's ability, he should be a winner."

When there is a possibility of winning a prize

"It's a delicate situation because there are going to be some strong ones out there."

If there is no hope of winning
"It seems hard not to be blessed."

If you hear the comment, "He's a winner," you have a pretty good chance of winning the race. However, the comment is based on the horse's ability, and factors such as the jockey's compatibility and the track condition will affect the final outcome of the race. If the comments indicate that the horse has a low chance of winning, it is up to the player, the trainer, to decide whether he or she will run the horse. The truth is that the player wants to win the race, but...



Check the weather for the weekend

After registering for the race, select the weather command on the screen in the stable office and see what the weekend will be like. There are two weathercasters: the young woman and the old man. The woman is more likely to appear, but her weather forecasts are less accurate. On the other hand, the old man hardly appears at all, but his forecasts have a high accuracy rate.

Although it may not be a good guide, when heavy, muddy tracks are expected because of rain, it is a good idea to look at the weather forecast as one of the factors to consider, such as avoiding horses that are not good at muddy tracks.



Consider the roughness riding grounds

There must be quite a few managed horses that do not run at all on heavy (muddy) or rough tracks. So, we start to consider the track condition, checking the weather forecast to see if it is going to rain or not (just to be safe), and also taking into consideration the number of days the race you have registered for is held. Since each race is held on four different days, the track condition changes accordingly.

First of all, on the first day of the event, the turf is in its best good condition unless it rains. This will gradually become rougher and rougher with each week.

The three stages are: not rough, a little rough on the inside, and rough from the inside to the middle of the course. For example, in Nakayama, the 1st race on the 1st day is on good ground, but the 4th race on the 4th day is on a very rough ground from the inside to the middle of the course.

Therefore, if a horse is not registered for a race after carefully considering the aptitude of the horse in his stable, he may end up running a surprisingly mediocre race. If a horse is running on a rough track and does not have an aptitude for dirt or heavy muddy tracks, it will be affected, and will not run as well as it normally would in the last straight, even if it is chased.



Racecourse Stage

It's finally the weekend, race day. As a trainer, I have many things to do before the race, such as checking the race schedule and giving instructions on strategy. I can't let my mind wander.

How to Read the Running List

Upon entering the racetrack stage, the screen displays a list of races being held, and then switches to a runner-up list for races in which the horses from their own stable will be running.

The race chart shows the horse's bracket number, horse number, expected finish, horse's name, age, weight, jockey's name, and, when the cross key is pressed, the strategy taken in the previous race, the horse's weight, and whether the horse is good or bad on heavy ground.

On this runner-up table screen, press the A button to display the command menu and the horse's track condition. For turf races, the roughness of the turf is displayed at the same time.

So, what I would like to draw your attention to in this runner-up list are the forecast marks. There are four forecast marks, in order from left to right, which indicate what each of them is,



- Horse attractiveness + speed
- Temperament + compatibility value
- Instantaneous force + speed
- willpower + speed

A horse's attractiveness refers to its "strength," which is based on its pedigree and past performance in races. It also includes the horse's speed, which is based on the horse's distance aptitude.

The Temperament + Compatibility value indicates how well the horse and rider are matched, as mentioned in the Request for Ride section on page 50. The better the compatibility, the heavier the mark you will get.

Instantaneous power + speed means exactly what it says, and it's how much *leg* he can *cut* at the end. (JRA says the leg cut jargon means: a horse that stretches sharply in front of the goal). If he is heavily marked here, we can expect to see him in the uphill race when it comes to instantaneous power.

Willpower plus speed is also as it sounds, and if you are heavily marked on your competitive spirit, you are more likely to be able to win a close race when the race comes down to the big showdown at the end.

In the case of races at a distance suitable for the horse's aptitude, the horse's speed is evaluated according to the horse's ability. But in a race at a shorter distance than the horse's aptitude, the horse's speed value is divided by half. If the race is longer than the distance for which the horse is rated, the horse's speed will be divided by one-third.

In short, in order for a horse to receive a heavy mark (◎ or ○) in the prediction column of the race schedule when running in a race, the horse must have a perfect aptitude for the distance and its strength, based on its pedigree, must be superior to that of other horses.

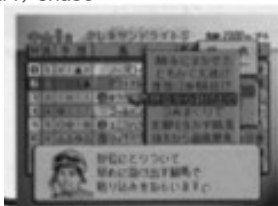
If all the markers are ◎, the jockey is a good match for the horse, and the track is suited to the horse, then you can watch the race with peace of mind. It will be so easy to win that it will be difficult to find an element of defeat.



Pre-race strategy instructions

Just before the race, the jockey must be given precise strategy instructions. The strategy instructions include eight patterns:

- Let the rider decide
- Big run or running away from the start without hesitation
- The ideal is to run away alone.
- Breakaway from the favorite
- Round the third corner
- Run with the pack & make the most of your last legs.
- Run from the back of the pack and run the straight line.
- Shingari (rear?) chase



The "big run,"

a strategy in which a runner dashes off at the start of a race and runs away without hesitation. Without speed and a certain amount of stamina, the horse will run out of steam at the end of the race, but it is an effective strategy for a runaway horse like Silence Suzuka.

"Ideally, the horse should run away alone."

a strategy in which a horse runs away alone if there is no other horse of the same type. Rather than running headlong, the strategy is to run with the other horses until the last possible moment, and then run away at the end of the race.

[The "break away from the favorite" is a method of getting to the front of the pack of horses and aiming to stay in front of the pack by setting up early. Especially when the track is muddy track or rough in the rain, there tends to be many races in which the horses stay in front, so it is better to stay comfortably in front of the horses.

"Round third corner"

strategy set up early around the third turn and push through to the finish line. However, if the horse does not have the legs to sustain this strategy, he may stop too soon before the finish line.

Run with the pack & make the most of your last legs

run in the middle of the pack, keeping in step with the horses. He will use his last instantaneous power to win the race. The race pattern is to finish in front of the field.

[In the "straight race from the rear"

strategy, the horse runs with a lot of energy on the track to avoid running late in the straight line, and from the fourth turn to the straight line, the horse pushes hard to overtake the rival.

[As the name implies, the “**shin-gari chasing**” strategy is to chase from the back of the pack, and then explode on the last straight line to drive the horse into the lead.

The above seven strategies are easy to understand, but the “**leave it to the jockey**” strategy shows subtle differences depending on the jockey’s specialties.

First, if the jockey’s specialty is breakaway from the favorite, the jockey will use Breakaway (差し) if there are more horses running or ahead of him, [先行] when there are more horses running or ahead of him, and “Round the third corner” 「3角まくり」 if there are equal numbers of horses ahead and behind him.

If the jockey’s specialty is “**freestyle**,” they will look at the horse’s aptitude for the distance. If the distance is extremely short (less than 1,000 meters), he should “**big run**,” and if the distance is long, he should “**shingari chase**”. When the horse’s aptitude for the distance is right, the riding style is based on the length of the straight and the horse’s dashpower.

For example,

- If the straight line is less than 300 m and your dashpower is better than other horses use [round the third corner]

If the horse’s dash is inferior to that of other horses, then [先行]

- If the straight line is 301~400m And dashpower is better than the other horses. [差し]

If the horse’s dash is inferior to that of other horses, then [先行]

- If the straight line is 401 m or more and your dash power is better than other horses. [追い込み]
- If the horse’s dash is inferior to that of other horses, [差し]

If the jockey’s best strategy is something other than [好位差し] (breakway) or [自在] (freestyle), the jockey’s best strategy is selected as it is and the horse enters the race.

Check the horse’s expression in the paddock.

Press A to open the command menu, select Paddock, and hover the cursor over the horse’s name in the race chart to see how the horse is doing in the paddock. The paddock is a great place to check the horse’s gait, weight gain or loss, odds of winning, and to listen to the commentator’s comments.

The horses are more expressive than in a real horse race, with some horses looking very tired, some looking very spirited, and some looking very depressed, so it is easy to tell if a horse is doing well or not. You can also use the plus button to send the screen so you can see how the other horses are doing.

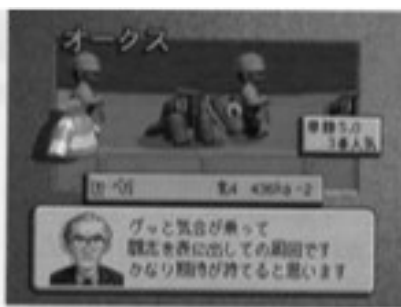
Horses in the paddock and commentators’ comments

1. Normal condition



He’s well energetic with a solid step. He’s lapping well, and in good form, he’s a standout.”

2. Best condition



“He’s got his head down and he’s extremely enthusiastic. I think he’s in great shape right now.”

3. In bad shape, not feeling well



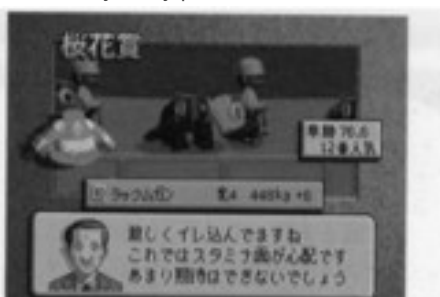
“What’s wrong? He’s a little listless. I guess my expectations are for the next race and beyond.”

4. showing a bit of fussy behavior.



“A little bit tempestuous. Feels like they’re not focused on the race

5. In a very fussy place.



“Riled up. I wonder what they’d be like in a race in this state.”



Race Track Introduction & Strategy

There are a total of 12 racetracks in "Jikkyo G1 Stable," including those in other countries. Each track has its own special characteristics and strategies, so be sure to check them out.

Sapporo Racecourse



Sapporo Racecourse is where the summer horse racing season concludes in August and September. The straight is only 260 meters long on both turf and dirt, making it an overwhelmingly unfavorable racecourse for horses that run in front or chase.

The local racecourse is characterized by its small, flat course and short straights, which naturally favor horses running away from the field or ahead of the field. If you are a horse with a lead, try to win the race by making a quick turn from the third turn, which is an ironclad rule at local racetracks.

In addition, although it is a local racecourse, the G2 Sapporo Kinen is held there and attracts many leading jockeys, so if you are asked to ride there and win many races, you can expect your trainer ranking to rise.

Hakodate Racecourse



Hakodate 3-Year-Old Stakes, the first race for 3-year-olds, is also held here, and all races are between 1,000 and 1,200 meters. In addition, in the first half of the 3-year-old season, many 3-year-olds run on their own merits, and often run away from the pack.

The natural course of action is to go for the runner-up or the front runner, but if the other runners are all ahead of you or running away from you, you may dare to bet on the front runner. First of all, we want to make sure to win the first big prize for 3-year-olds.

Fukushima Racecourse



The final race at Fukushima Racecourse will be held in November. Here, 4-year-old horses that have never won before will gather all together to win the last unclaimed race. If they do not win this race, it's questionable that they will be upgraded to the 5,000,000 class (?) without having won a race yet. Therefore, all the teams will be desperate if they have horses that have not yet won the race. The race track is flat and small, with short straights, no different from other local tracks. As a matter of course, horses running away from or ahead of the field have the advantage, so when you run a race here, you should try to run the race as far ahead of the field as possible in the frontrunner's pattern. Also, since the G3 is held as a backstage program of the G1, horses that are not strong enough in the G1 may try to win a major prize here.

Niigata Racecourse



Despite being a local course, Niigata Racecourse has both an inner and outer course. Moreover, the outer straight is the second longest after Tokyo Racecourse. Therefore, there are relatively few races where horses running away from the pack or in front of the pack, which is common at local racecourses. Horses that have the ability to hold their own in a straight line have a considerable advantage here. However, this is limited to the outer course. The inner course has a straight line of about 320 meters, and the track is flat to begin with, so it is undeniable that the horses running ahead have an advantage in the inner course.

It is scheduled to be renovated in the future, and it is said that the longest straight course in Japan, exceeding 1,000 meters, will be created.

Nakayama Racecourse



Nakayama Racecourse, where the Grand Prix Arima Kinen is held at the end of the year, features two different turf courses, the inner and outer courses, which have different race flow. The inner course has tight curves, especially at the fourth last corner, and even if a horse tries to regain his position and show his ability to run a straight line, it is often impossible to reach the straight line, which is only 310 meters long. As for Nakayama, horses in the lead often have the advantage, but the 200 meters before the finish line is a steep, heart-breaking slope, and a big runner may come to a blundering halt here.

The best way to fight is to aim for the inside of the pack, and the front of the pack. If you want to stay in front of the pack, try to round the third corner and make an early move. If you are trying to run in to the front, it will be difficult to reach the front unless you have very sharp legs.

Tokyo Racecourse



It is the widest racetrack in Japan, where seven G1 races are held annually, including the Japan Derby and the Oaks. The straight is 500 meters long on the turf course and 467 meters long on the dirt course. The course has many ups and downs throughout, with a gentle uphill slope of 200 meters starting near the halfway point of the straight.

A horse with outstanding speed and sufficient stamina will have no problem, but a simple runner will surely stall out in the last straight.

The strategy for this course is to stay in the back of the pack and try to run in a controlled manner, because even if a horse is a little slow, it can come back in the last straight.

This is a track where strong and powerful horses win, and where there is no room for deception. That is what Tokyo Racecourse is all about.

Chukyo Racecourse



Although local to the Kansai region, this is the only left-turned course where G1 races are held outside of the four race tracks of Tokyo, Nakayama, Hanshin, and Kyoto. The straight is 310 meters long, but it is flat with few ups and downs. In addition, the corners are small. It is clearly a monotonous course where it is impossible for a strong runner to win without being overtaken. Records can easily be set, so to win here, it is recommended to run a race with a runner or a front runner, or run a race over 2,000 meters if you want to win with a favorite. The best way for a horse to win here is not to stay at the back of the pack, but to set up early and give instructions for a third corner turn.

Kyoto Racecourse



Kyoto Racecourse is relatively flat and has two courses, an outer loop and an inner loop. The inner turf course has a straight line of approximately 330 meters, while the outer turf course has a straight line of approximately 400 meters, with the inner course having smaller corners, giving a slight advantage to horses in the lead or in the breakaway. On the other hand, the outer course not only has a 400-meter straight, but also has a slope between the third and fourth corners, known as "Yodo no Saka," which causes many horses to be swung outward by centrifugal force when cornering, so that even horses that are in the back of the pack can hit the inside course and win the race. This is the reason why even a horse that is in the back of the pack can attack the inside course and win the race with a powerful sweeping victory. The key to success in Kyoto is to be able to run both the outer and inner circuits of the track. The race often runs in a record-setting race because of the fast corners and the final straight, so it will be tough for horses with low speed.

Hanshin Racecourse



The final straight is about 350 meters on both the turf and dirt courses, and is the only omusubi-shaped racetrack in Japan. There is a short straight of about 100 meters between the 3rd and 4th corners, and this short straight is a key point to set up the race. Furthermore, the last straight is a slope, and there is still another 50m or so to go after the climb, so if the horses use up their stamina going up the slope, the last 50m will be hell for them. At first glance, it seems that horses in the lead have an advantage, but as long as they can overcome the 3rd and 4th corners, horses in the lead and those in pursuit should be able to compete well. On the other hand, if a horse goes around the third turn, there is a possibility that it will stop at the end of the straight, so it is recommended not to run too far ahead and to bet on the leading horse.

Kokura Racecourse



The straight is about 280 meters on both dirt and turf. It is a typical local racecourse structure, still favoring horses that are ahead of the pack or running away from the pack.

Usually held in February and August, it is currently undergoing renovation as of '99 and is being held at alternative venues such as Chukyo and Hanshin Racetracks.

In the game, the racecourse is recreated as it was in Kokura before the renovation, so the horses under your control should be instructed to develop a strategy to stay ahead of the pack.

In the summer, the Kokura 3-Year-Old Stakes, a G3 race for 3-year-olds, and the Kokura Kinen and Kitakyushu Kinen, G3 races for older horses, will be held. Horses that do not take the summer off and have the ability to lead the pack will be aggressive in aiming for the big prizes.

Longchamp racecourse



The Longchamp racecourse is where the world's most prestigious race, the Prix de l'Arc de Triomphe, is held. Although it is a turf course, unlike in Japan, it is a heavy turf that takes a long time even on good ground. The Prix de l'Arc de Triomphe is contested over a distance of 2,400 meters, and the time takes about 2 minutes and 30 seconds. Horses with power and aptitude for muddy tracks will have an advantage. The course is similar to that of Kyoto, with a gentle downhill that accelerates the horses, and a flat straight line at the end of the race. The straight is quite long, so the strategy is to favor the runners who run in the lead and the runners who run in the back. If you want to challenge for the Prix de l'Arc de Triomphe, send a stayer who has power, stamina, and instantaneous power.

Churchill Downs Racecourse



Churchill Downs Race Course, where the Kentucky Derby, the premier 4-year-old classic race in the United States, is held. It is a left-turn course, which is the mainstream course in the U.S. It is an oval course with dirt on the outside and turf on the inside, which is not seen in Japanese racetracks. The last straight is about 400 meters, which is relatively long enough for even the best horses to reach it, and the pace tends to be relatively high and the horses tend to stay in the front. It may be best to adapt to your horse's speed or leave it up to the jockey.

The "Live G1 Stable" will host not only the Kentucky Derby, but all five Breeders' Cup races as well.

Finally, the race. The strategy instructions have been given. All that remains is to trust the horse's ability. After the race, I hope to stand in the winner's circle with a smile on my face.

Entry to the Main Horse Track

After giving race strategy instructions on the start table screen, we check the horses in the paddock. Before the race, check the horses' condition in the paddock. This is because even a horse that was tense in the paddock will look more relaxed in the main stable, and a horse that was calm in the paddock will show a new look as it enters the stable and gets into the spirit of the race. Horses that show signs of hesitation in the paddock and again in the main arena must be corrected or otherwise dealt with from the next race. Instead of just accepting the fact that a horse lost a race vaguely, we must keep a close eye not only on the result but also on everything else, because we may be able to find out the cause of the loss in the paddock and on the horse's entrance to the race track.

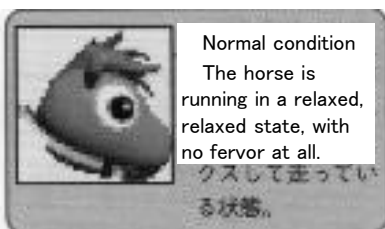


Race Start

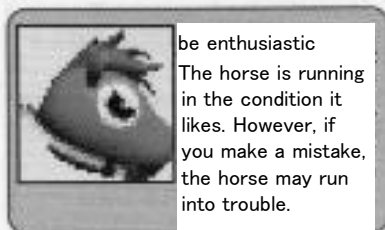
Once the race has started, all that remains is to let the jockey who gave the instructions do the rest. What you want to watch carefully, however, is the expression on the horse's face during the race. They are looking around, worrying about what is going on below, and showing a variety of other expressions. Some horses are still in the paddock or on the track, and some are still hanging on from the very beginning of the race. Just as in the paddock and at the start of the race, it is impossible to take one's eyes off the horses' movements after the race starts.

Horse expressions during a race

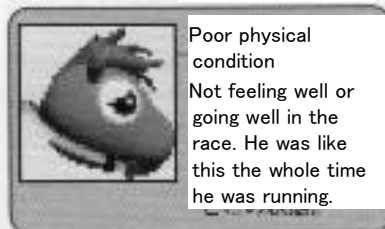
Horses show us various expressions along the way. Let's try to understand what these expressions are and use them as a lesson for the next race.



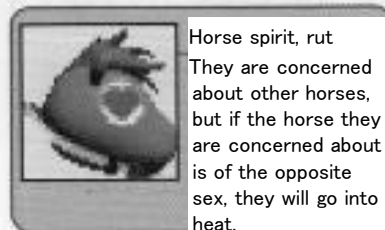
Normal condition
The horse is running in a relaxed, relaxed state, with no fervor at all.



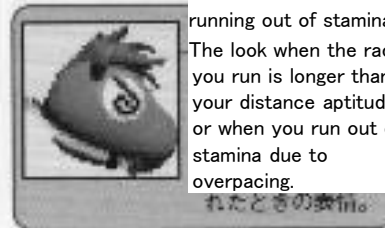
be enthusiastic
The horse is running in the condition it likes. However, if you make a mistake, the horse may run into trouble.



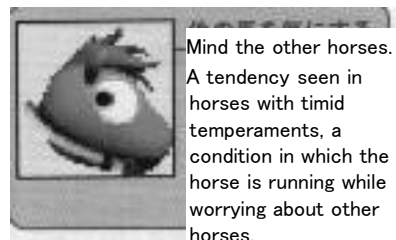
Poor physical condition
Not feeling well or going well in the race. He was like this the whole time he was running.



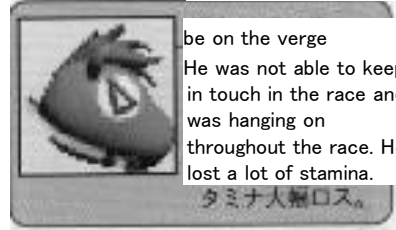
Horse spirit, but
They are concerned about other horses, but if the horse they are concerned about is of the opposite sex, they will go into heat.



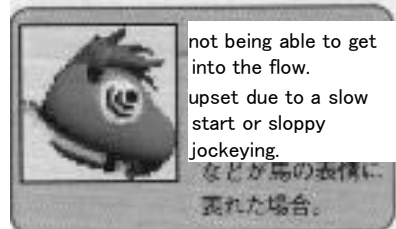
running out of stamina
The look when the race you run is longer than your distance aptitude or when you run out of stamina due to overpacing.



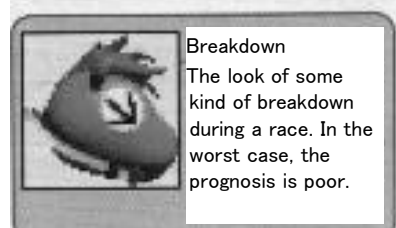
Mind the other horses.
A tendency seen in horses with timid temperaments, a condition in which the horse is running while worrying about other horses.



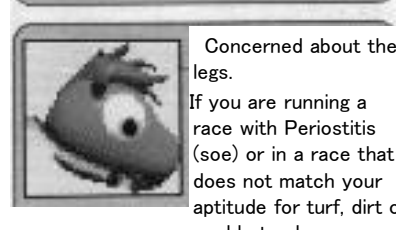
be on the verge
He was not able to keep in touch in the race and was hanging on throughout the race. He lost a lot of stamina.



not being able to get into the flow.
upset due to a slow start or sloppy jockeying.



Breakdown
The look of some kind of breakdown during a race. In the worst case, the prognosis is poor.



Concerned about the legs.
If you are running a race with Periostitis (soe) or in a race that does not match your aptitude for turf, dirt or muddy track.



Race win – commemorative photo ceremony

The race proceeds without a hitch to the final straight. Running, ahead, in front, chasing... there are many different types of horses, but the goal of every horse is to cross the finish line. After a fierce battle, the horses finally cross the finish line. Did my horse really win?

Horses in first through fifth place are shown on the placement board. If your horse wins, you move directly to the win ceremony. The win ceremony style is upgraded as the horse's class increases, from Shinsenga to Open, Juhyo, G1, and so on.

In addition, when a horse wins a G1 or a major prize, a winning run awaits the horse after he runs across the goal board. After that, a horse standings table is displayed, and the jockey's comments can be heard. When a horse wins a G1, it is a good idea to watch a replay of the race to soak in the afterglow of the victory.

Don't miss the post-race comments...

After the race is over and a clear list of all the horses is displayed, select a horse from your stable with the cursor to hear the jockey's comments. Especially if you lost the race, you should not miss to hear what was the cause of the loss. Below is a collection of post-race comments, so please refer to them and do your best for the next race.

Today, things turned out well for us. It was a heartwarming victory.
→When a jockey's best strategy wins. It is good if the horse is into it, but it does not necessarily mean that the next race will go as well. However, if the horse follows the jockey's strategy honestly, does that mean that the horse itself is temperamentally honest and smart?



He showed some bad temper on the road, but he persevered."

→He had a rough temperament, and although there were times during the race when he seemed to hang a bit, he managed to hold his own. However, we will have to think about how to correct this temperament next time. There are cases where a horse with a rough temperament perseveres without getting hung up, but....

He was concerned about the other horses, but he held on until the end."

→timid in temperament and concerned about his surroundings. Tendencies. Menko, shadow rolls, etc., must be used to help them focus on the race.

I was worried about the dirt, but he managed to run."

→He has never been good on dirt. He should compete on turf rather than dirt next time onward. On the other hand, we sometimes hear comments to the contrary effect, that a horse is perfectly suited to dirt tracks. Such a horse should be placed on a dirt track.

I was worried about the condition of the track, but they managed to persevere."

→He is not good on heavy, muddy ground. We would like to use him in races on good ground if at all possible.

I don't think he was breathing well with me."

→If the horse and rider are not a good match. If this comment is made even once, it is safe to not request a ride next time.



The horse wasn't in great shape."

→The horse was not in good shape as a result of lack of adjustment. He and the stable staff need to work together to better manage the horses.

They were too strong."

→If you are the second place. The horse itself is running a good race but the opponent was too strong.

That late start really hurt us."

→I got off to a slow start and couldn't get into the flow of the race. We can only hope for the next race.

The horse was very horsey, and that may have been the reason for the loss."

→In the case of a stallion, the horse was out of his horse's temperament and could not show his true potential. Similarly, in the case of a mare, she may not be able to show her true potential due to heat.

When you tell a horse to run straight and his legs are not sharp enough.

→When a horse with no instantaneous power is beaten by a horse that is instructed to run in front of, follow, or chase at the front of the pack. For such a horse, aim to stay in front of the pack as much as possible.



He was running comfortably on the track, but..."

→This was the comment he made when he lost a race after ordering a big run. He lost his stamina at the end of the race, so let's try to use a strategy to accumulate his legs in the next race.

'The current was too busy for a race of this distance.'

→This means that the race was shorter than the horse's distance aptitude. Next time, it would be better to try using him in a longer race.



I think the speed would be better if the distance was a little shorter."

→Comments when the distance is clearly too long. Should check the distance aptitude bar graph and register for a shorter race.

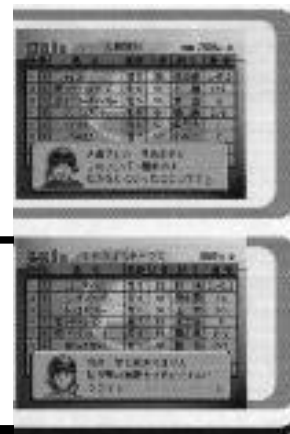
I guess it was inevitable with this group."

→When he finished last in the race, he commented, "I don't know if I wasn't strong enough for the members or if I was handicapped.

Even when he was the most popular horse and lost miserably or came in last, he commented that it was inevitable with this group....

"Sir, I'm sorry that I pushed too hard..."

→Comment when an exclusive jockey causes a breakdown during a race.



Accidents

Racehorses are prone to accidents during training and racing. If it can be prevented, avoid it, and if it cannot be prevented, deal with it to solve it as soon as possible.

Accidents during the race

In actual horse racing, racehorses often suffer accidents. These range from racehorse breakdowns to jockey injuries, and the "Live G1 Stable" includes such incidents in a very realistic manner. Even if you are careful, accidents can still happen, so when an accidental event occurs, you just have to give up...

Racehorse Breakdowns

The occurrence of breakdowns in racehorses can occur during races as well as during training.

Since racehorses support 400 to 500 kg of weight with their thin legs, it is no exaggeration to say that abnormalities in their legs are a common occurrence. Horses may suffer from problems such as soreness, lameness, or flexor tendonitis during the training phase, and it is best to take the time to treat the horse before it leads to major incident.

However, if a horse breaks down in the middle of a race and the injury is a broken bone, the race may be stopped and the prognosis may be poor (the injury is so severe that there is nothing that can be done. The worst-case scenario is that the injury is so severe that the horse must be euthanized to relieve the pain and suffering.

Even in real horse racing, there are several cases a year of racehorses with poor prognoses. Even if it is only in a game, we do not want to encounter such a sad event.

Falling from a horse

This involves the jockey. A jockey who is exclusive to his stable may fall off his horse during a race due to a variety of factors. If a jockey falls off a horse, he will be hospitalized, but the length of the hospital stay will depend on the extent of the injury. For example, if a rider is hospitalized for two months, he will not be able to ride during that time, but will be able to return to work if he is discharged safely. After discharge from the hospital, there is no need to worry if the patient recovers from the aftereffects of the injury, as there is no fear of horses or inability to ride.



Domestic G1 Races

There are a total of 20 G1 races in Japan each year. Starting with the dirt G1 Februarys, a wide variety of races are held, including 4-year-old classics, middle and long distance races for old horses, and short distance races for old horses.

But these G1 races are not open to any horse. Especially in the 4-year-old classic races, both stallions and mares have set trial races or are not allowed to run depending on the prize money they have earned, which means that to win the highest honor, a horse must be worthy of challenging for it.

Winning a G1 title is a major goal for any trainer. Let's do our best to win as many G1 titles as possible while considering the rotation.

If a horse wins three or more G1 races, he will be inducted into the Hall of Fame as an award-winning horse after his retirement. It would be a great honor for a trainer to produce not only a complete G1 winner, but also many award-winning horses.

Requirements for entry to domestic G1-races

February S.

dates	January 5 th wk, Tokyo / Dirt 1600m
eligibility	5 years old and up
entry requirement	16,000,000 class and above

Ookashou

dates	April, 2 nd wk, Hanshin / Turf 1600m
eligibility	4-year-old mares, excluding foreign-bred horses
entry requirement	Main prize money of 4,010,000 yen or more 3rd or better at Tulip, 3 rd or better at 4 year mare special (oakshou TR) or within top two at Anemone S2

Satsuki Azalea

dates	April 3 rd Wk Nakayama / Turf 2000m
eligibility	4-year-old stallions and mares, excluding foreign-bred horses
entry requirement	Prize money 4,010,000 yen or more 3 rd or better at Yayoi Spring S3 or Wakaba S

Tennoushou Spring

dates	May 1 st wk Kyoto / Turf 3200m
eligibility	Male and female horses over 5 years old, excluding foreign-bred horses
entry requirement	16,000,000 class and above

NHK Mile C

dates	May 3 rd wk Tokyo / Turf 1600m
eligibility	4 year old male, mare
entry requirement	Main prize money of 4,010,000 yen or more 3 rd or better at NZT4 Oboro S.

Takamatsunomiya Kinen

dates	May 4 th wk, Chukyo / Turf 1200m
eligibility	4 years old and up
entry requirement	4 year old more than 9 million class. 5 years old and older, 16 million class and above.

Oaks

dates	May 5 th wk, Tokyo / Turf 2400m
eligibility	4-year-old mares, excluding foreign-bred horses
entry requirement	More than 12 million yen in prize money 3 rd or better at 4-Year-Old Mares Special (Oaks TR); within top 2 at Sweet Pea or top 4 at Sakurabana

Japan Derby

dates	June 1 st wk, Tokyo / Turf 2400m
eligibility	4-year-old stallions and mares, excluding foreign-bred horses
entry requirement	Over 12 million yen in prize money; within top 3 at Aoba; top two at Principal S2 or top four at Satsuki-sho

Yasuda

dates	June 2 nd week Tokyo / Turf 1600m
eligibility	4 years old and up
entry requirement	4 year old horses above 9 million class 5 years old and older, 16 million class and above

Fall Flowers

dates	October 4 th wk Kyoto / Turf 2000m
eligibility	four-year-old filly
entry requirement	16 million yen or more in prize money, within top 3 at Rose S3 or Queen S3

Kikashou

dates	November 1 st wk, Tokyo / Turf 3000m
eligibility	4-year-old stallions and mares, excluding foreign-bred horses
entry requirement	Prize money of 16 million yen or more, top 3 at Kobe Shinbun Cup, St. Light or Kyoto Shinbun

Mile CS

dates	November 3 rd week, Kyoto / Turf 1600m
eligibility	4 years old and up
entry requirement	16,000,000 class and above

Hanshin 3-Year-Old Mare S

dates	Dec. 1 st week Hanshin / Turf 1600m
eligibility	three-year-old filly
entry requirement	Main prize money of 4,010,000 yen or more

Sprinters S

dates	December 3 rd week, Nakayama / Turf 1200m
eligibility	4 years old and up
entry requirement	16,000,000 class and above

Takarazuka

dates	July 2 nd wk, Hanshin / Turf 2200m
eligibility	4 years old and up
entry requirement	Main prize money of 40 million yen or more

Tennou-shou Autumn

dates	October 5 th wk, Tokyo / Turf 2000m
eligibility	Male and female horses over 4 years old, excluding foreign-bred horses
entry requirement	16,000,000 class and above

Queen Elizabeth Cup

dates	November 2 nd wk Kyoto / Turf 2200m
eligibility	Mares over 4 years old
entry requirement	16,000,000 class and above

Japan Cup

dates	Nov 4 th wk Tokyo / Turf 2400m
eligibility	4 years old and up
entry requirement	60 million yen or more in main prize money

Asahi Cup 3-Year-Old S

Date: Dec. 2nd week, Nakayama / Turf 1600m

Eligibility 3-year-old stallions and geldings

Conditions for entry: 4,010,000 yen or more in prize money

Arima

dates	Dec 4 th wk Nakayama / Turf 2500m
eligibility	4 years old and up
entry requirement	Main prize money of 50 million yen or more

International G1 Challenge

Winning an overseas G1. This was the goal set at the beginning of the business, but in order to run in the race, the horse owner's will and the conditions for running must be met. Winning an overseas G1 race is a long-awaited goal....

Finally, the big goal is in sight – an overseas G1!

But for some reason, horse owners have not asked him to challenge overseas... What is it, a lack of human relations or trust as a trainer? You might be tempted to think that this is a problem, but in fact, in the "Live G1 Stable," the window for taking on an overseas challenge is only narrower at first.

First of all, there are seven overseas G1 races available, each of which has its own strict entry requirements.

But what is even more painful is that the only two horse owners willing to actively challenge overseas races are Mr. Kimura of X Farm and Mr. Midorikawa of Maksim Farm. In other words, at first, only horses owned by the two owners can challenge overseas.

However, once a horse wins an overseas race, horses owned by owners other than the above two horse owners will be able to travel to the race as long as they meet the requirements to run in the race. We just have to do our best to get an overseas G1 victory as soon as possible.

Incidentally, when a horse owner is approached about an overseas expedition, if the horse meets the requirements to run in more than one race (e.g., BC-MILE and BC-SPRINT), he will immediately ask for the other one if he declines the first one.

Flow to challenging overseas G1 races

If you meet the requirements for an overseas G1 challenge, the horse owner will offer you a plan for an overseas challenge. You then choose "yes" or "no." If you answer "yes," you have earned the right to challenge for an overseas G1.



One month before the race, the horse, stable keeper, and assistant trainer go there first to make final adjustments. The player, who is the trainer, gives training instructions from Japan even after the horse has gone overseas. It is important to note that the only training patterns available are dirt, square track, and pulling. If the horse is overweight, he should be adjusted to a perfect system, for example, by running him through an Oikiri pursuit session.



Finally, on the week of the race, the player, who is also a trainer, leaves for the site with his assistant, Erika. Unlike in Japan, no Oikiri pursuit is allowed on the week of the race. The week before the race, the player should make sure that the horse is ready for the race. In addition, the race schedule is not available immediately before the race, so it is difficult to read the race's development. It is best to trust the jockey and leave the race to him or her. The jockey will be the jockey who rode in the previous race, and you cannot choose your own jockey. And finally, the race is about to start.



Both Churchill Downs and Longchamp, the staging grounds for overseas G1 races, are quite unique compared to Japanese racetracks. Since we do not know the condition of the racecourse well, we have to take a straightforward approach and find out what the horse can get out of it.

It would be good if we could let them run in their own way and show their full strength.

When the race is over, will your horse have made its mark on the pages of horse racing history? Only you, the trainer who challenged him abroad, can know that....



When the overseas conquest is achieved, the ending movie can be viewed.

Also, after winning an overseas G1, run the data command in the stable office and look in the trophy room and you will see a room for the overseas G1 that you conquered.



Overseas G1 Races and Entry Requirements

Kentucky Derby

dates	May 1 st week U.S.A.
track	Churchill Downs / Dirt 2000m
eligibility	4 years old
entry requirement	Three or more wins in large prizes by the second week of March at age 4. Horses with no breakdowns that have been stabled until the 3rd week of March at the age of 4 years old

BC-TURF

dates	November 1 st Wk U.S.A.
track	Churchill Downs / Turf 2400m
eligibility	4 years old and up
entry requirement	Including either "Takazuka Kinen" or "Arima Kinen" 3 or more G1 wins over 2000m Horses over 4 years of age with no malfunctions that have been stabled until the 3rd week of September.

BC-Classic

dates	November 1 st Wk, U.S.A.
track	Churchill Downs / Dirt 2000m
eligibility	4 years old and up
entry requirement	Win either "Spring S" or "Yayoi Sho" and win "Satsuki Sho" Horses over 4 years old with no malfunctions that have entered the stable by the 3rd week of September.

BC-DISTAFF

dates	November 1 st wk U.S.A.
track	Churchill Downs / Dirt 1800m
eligibility	Mares over 4 years old
entry requirement	Win the Cherry Blossom (Ookashou), Musashino S., and Elm S. Or win the Ookashou and "February S". Horses over 4 years old with no malfunctions that have entered the stable by the 3rd week of September.

Prix de l'Arc de Triomphe

dates	France, 1st week of October
track	Longchamp / Turf 2400m
eligibility	Male and female over 4 years old (no geldings)
entry requirement	Three or more wins in G1 over 2000m, including either the Japan Derby, Oaks, or Tennou-sho Spring Horses over 4 years old with no malfunctions that have entered the stable by August's 4th week.

BC-MILE

dates	November 1, U.S.A.
track	Churchill Downs / Turf 1600m
eligibility	4 years old and up
entry requirement	3 or more wins in G1 under 1600m including either "Yasuda Kinen" or "Mile CS" Horses over 4 years of age with no malfunctions that have been stabled until the 3rd week of September.

BC-SPRINT

dates	November 1 st week, U.S.A.
track	Churchill Downs / Dirt 1200m
eligibility	4 years old and up
entry requirement	3 or more G1 wins in races that are 1600m or less, including Sprinter S Horses over 4 years of age with no malfunctions that have been stabled until the 3rd week of September.



original stakes

Want to have your own racehorse and jockey compete against other people? The Original Stakes fulfills this desire, allowing you to collect horses other than five to compete against each other.

Original Stakes

Ready to run

In "JIKKYOU G1 STABLE," players can enjoy racing against each other in the original stakes mode, with each player's managed horse and exclusive jockey.

There are two modes: a mode in which racehorses compete against each other and a mode in which exclusive jockeys compete against each other. However, to race, you need at least five racehorses and at least five exclusive jockeys, so you must register your OS in advance to prepare for the race.



Select the horse you wish to register on the stable screen, and use the command menu "OS Registration" to register the horse.



To register an exclusive rider, select the rider you wish to register on the staff screen, and then use the command menu "OS Registration" to register.

After registration is complete, save to the controller pack. A controller pack can contain up to 30 racehorses and 30 exclusive riders.

On the original stakes screen, select "Race" from the command menu. Select either the racehorse or jockey mode, and use the cross keys to set the racecourse and race distance to complete the course selection. Finally, register the racehorse (jockey) to be entered and you are ready to go!



All that is left to do is to check the runners' lists, paddocks, etc., as in a regular race, and then enter the race. However, in the original stakes, you cannot give strategy instructions to the jockey. In other words, the jockey's and the racehorse's abilities will be shown without any deception.



data exchange

The OS-registered racehorses and jockeys can also be exchanged between controller backs; by connecting a controller with a controller pack to the N64's 1P or 2P, data can be copied, deleted, rearranged, etc. on the editing screen.



Furthermore, not only can data be exchanged between controller backs, but also strong horse data can be easily entered by entering a password.

In addition, racehorse data passwords registered in the Game Boy version of "Pocket G1 Stable," which was released at the same time, can be entered and registered in the 64 version's controller pack.

The strongest horse in the 64 version and the strongest in the Game Boy version. So we can see strong horses clashing with each other to become the true best horse.

